

LISTING OF CLAIMS:

1. (currently amended) A method in a data processing system for changing a pointer, the method comprising:
 - receiving a user input indicating that a pointing device was moved;
 - calculating a rate of movement for the pointing device;
 - comparing the rate of movement with a given threshold of speed; and
 - automatically updating a presentation of the pointer based on the given threshold of speed in response to receiving the user input, wherein a presentation of the pointer is altered if the rate of movement exceeds the given threshold of speed, and wherein the presentation of the pointer is a series of different changes in presentation based on the rate of movement for the pointing device.
2. (canceled)
3. (original) The method of claim 1, wherein other thresholds are present in addition to the given threshold of speed and wherein the pointer is changed each time one of the other thresholds is exceeded.
4. (canceled)
5. (original) The method of claim 1, wherein the pointer returns to its previous appearance when the rate of movement for the pointing device decreases below the given threshold of speed.
6. (original) The method of claim 1, wherein the threshold is a measurement of a distance traveled with respect to a time interval for the distance traveled.
7. (original) The method of claim 1, wherein the pointing device is one of a mouse, a pointing stick, a touch pad, a joystick, a key on a keyboard, an electronic pen, or a trackball.

8. (original) The method of claim 1, wherein the updating step includes:
changing the color of the pointer.
9. (original) The method of claim 1, wherein the updating step includes: changing
the shape of the pointer.
10. (original) The method of claim 1, wherein the updating step includes:
changing the size of the pointer.
11. (currently amended) A method in a data processing system for changing a
pointer, the method comprising:
receiving a user input specifying multiple thresholds;
defining changes for the pointer; and
associating each threshold of speed with a change for the pointer;
wherein the pointer is changed each time one of the thresholds is exceeded; and
wherein changes of the pointer are presented in a series of different changes based
on the rate of movement of the pointer.
12. (canceled)
13. (currently amended) A data processing system comprising:
a bus system;
a communications unit connected to the bus system;
a memory connected to the bus system, wherein the memory includes a set of
instructions; and
a processing unit connected to the bus system, wherein the processing unit
executes the set of instructions to receive a user input indicating that a pointing device
was moved; ~~calculate~~ calculates a rate of movement for the pointing device; ~~compare~~
compares the rate of movement with a given threshold of speed; and automatically ~~update~~
updates a presentation of the pointer based on the given threshold of speed in response to

receiving the user input, wherein a presentation of the pointer is altered if the rate of movement exceeds the given threshold of speed, and wherein the presentation of the pointer is a series of different changes in presentation based on the rate of movement for the pointing device.

14. (currently amended) A data processing system comprising:

a bus system;

a communications unit connected to the bus system;

a memory connected to the bus system, wherein the memory includes a set of instructions; and

a processing unit connected to the bus system, wherein the processing unit executes the set of instructions to receive a user input specifying ~~[[a]]~~ multiple thresholds; ~~define~~ defines ~~[[a]]~~ changes for the pointer; and ~~associate~~ associates ~~[[a]]~~ each threshold of speed with ~~[[the]]~~ a change for the pointer, wherein the pointer is changed each time one of the thresholds is exceeded, and wherein changes of the pointer are presented in a series of different changes based on the rate of movement of the pointer.

15. (currently amended) A data processing system for changing a pointer, the data processing system comprising:

receiving means for receiving a user input indicating that a pointing device was moved;

calculating means for calculating a rate of movement for the pointing device;

comparing means for comparing the rate of movement with a given threshold of speed; and

updating means for automatically updating a presentation of the pointer based on the given threshold of speed in response to receiving the user input, wherein a presentation of the pointer is altered if the rate of movement exceeds the given threshold of speed, and wherein the presentation of the pointer is a series of different changes in presentation based on the rate of movement for the pointing device.

16. (currently amended) A data processing system for changing a pointer, the data processing system comprising:

receiving means for receiving a user input specifying [[a]] multiple thresholds;

defining means for defining [[a]] changes for the pointer; and

associating means for associating [[a]] each threshold of speed with [[the]] a change for the pointer;

wherein the pointer is changed each time one of the thresholds is exceeded; and

wherein changes of the pointer are presented in a series of different changes based on the rate of movement of the pointer.

17. (currently amended) A computer program product in a computer readable medium for changing a pointer, the computer program product comprising:

first instructions for receiving a user input indicating that a pointing device was moved;

second instructions for calculating a rate of movement for the pointing device;

third instructions for comparing the rate of movement with a given threshold of speed; and

fourth instructions for automatically updating a presentation of the pointer based on the given threshold of speed in response to receiving the user input, wherein a presentation of the pointer is altered if the rate of movement exceeds the given threshold of speed, and wherein the presentation of the pointer is a series of different changes in presentation based on the rate of movement for the pointing device.

18. (currently amended) A computer program product in a computer readable medium for changing a pointer, the computer program product comprising:

first instructions for receiving a user input specifying [[a]] multiple thresholds;

second instructions for defining [[a]] changes for the pointer; and

third instructions for associating [[a]] each threshold of speed with [[the]] a change for the pointer;

wherein the pointer is changed each time one of the thresholds is exceeded; and

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wherein changes of the pointer are presented in a series of different changes based on the rate of movement of the pointer.
